

[0073] FIG. 28 is a flowchart showing a BR execution process.

[0074] FIG. 29 is a flowchart showing an attraction control process that is executed when a reel is stopped.

[0075] FIG. 30 is a flowchart showing an attraction control process that is executed when one game ends.

[0076] FIG. 31 is a flowchart showing an announcement generation process.

[0077] FIG. 32 is a flowchart showing a parameter renewal process.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

[0078] FIG. 1 is an external view of an embodiment of a gaming machine with stop buttons, that is, a so-called pachislot gaming machine according to the present invention. A front door 3 is attached, in a manner enabling opening and closing, to a plywood, box-shaped cabinet 2 of a pachislot gaming machine 1. Above the front door 3 are provided a gaming state display lamp 4, which lights up or flashes in different lighting patterns corresponding to the occurrence of the bonus game, error, etc., speakers 5L and 5R, which generate effect sounds and error sounds during game, and a pay table 6, indicating payout numbers of each prize pattern and a brief explanation of game. A substantially vertical panel display device 7 is provided at the center of the front door 3.

[0079] At the lower left of the panel display device 7 are provided a 1-BET switch 8, a 2-SET switch 9, and a MAX-BET switch 10. Under the condition that coins are credited, one coin is bet in a game by one push of 1-BET switch 8, two coins are bet in a game by one push of 2-BET switch 9, and three coins, which is the maximum number of coins that can be bet in a single game, are bet in a game by one push of MAX-BET switch 10. By operating these switches, a predetermined pay line is activated. Also, a coin inlet 11, into which coins are loaded, is provided at the lower right of panel display device 7.

[0080] C/P (credit/payout) switch 12, by which a player can switch between crediting the coins won in a game and receiving a payout with a push button operation, is provided at the left side of the center of the front door 3. By the switching of C/P switch 12, coins are paid out to a coin outlet 17 at the bottom of the front door 3, and paid out coins are stored in a coin tray 16. A start lever 13, which can be rotated freely within a predetermined angle range, is provided at the right side of C/P switch 12. When the start lever 13 is operated by a player, the reels provided in the inner from the panel display device 7 begin rotating.

[0081] At the center of front door 3 is provided a stop operation part 14, by which stopping means for stopping each of the plurality of rotating reels is arranged. Stop operation part 14 comprises a left stop button 15L, a middle stop button 15C, and a right stop button 15R, and a player can freely determine the order in which these stop buttons 15L, 15C, and 15R are pushed. In general, a stop operation that is carried out when all reels are rotating is called a "first stop operation," the stop operation that is carried out next is called a "second stop operation," and the stop operation that is carried out last is called a "third stop operation." With the

present embodiment, the push of left stop button 15L as the first stop operation is called "normal push," the push of middle stop button 15C as the first stop operation is called "middle push," and the push of right stop button 15R as the first stop operation is called "reverse push,"

[0082] In the case of a gaming machine with three buttons, there are a total of six stop operation order types. Operating left stop button 15L as the first stop operation, middle stop button 15C as the second stop operation, and right stop button 15R as the third stop operation is called "left-middle-right push." Operating middle stop button 15C as the first stop operation, left stop button 15L as the second stop operation, and right stop button 15R as the third stop operation is called "middle-left-right push." Operating right stop button 15R as the first stop operation, left stop button 15L as the second stop operation, and middle stop button 15C as the third stop operation is called "right-left-middle push." Operating left stop button 15L as the first stop operation, right stop button 15R as the second stop operation, and middle stop button 15C as the third stop operation is called "left-right-middle push." Operating middle stop button 15C as the first stop operation, right stop button 15R as the second stop operation, and left stop button 15L as the third stop operation is called "middle-right-left push." Operating right stop button 15R as the first stop operation, middle stop button 15C as the second stop operation, and left stop button 15L as the third stop operation is called "right-middle-left push."

[0083] FIG. 2 is a sectional view of panel display device 7 of pachislot gaming machine 1. At the inner surface side of panel display device 7, which is composed of a transparent acrylic plate, are laminated on a sheet 20 including a transparent film having a design printed on, an image display device 21, made of a ITO (Indium Tin Oxide) device or other transparent liquid crystal display devices, and an electronic shutter 22, which is composed of a liquid crystal film, etc. The sheet 20 may have a symbol, a picture, or the like on a surface thereof. At the upper and lower parts at the inner surface side of the panel display device are provided with cold cathode-ray tubes 23 that serve the functions of a back light for the liquid crystal display and an illumination device for illuminating the symbols on reels 24. With the present embodiment, an attraction display is composed of a panel display device 7, a sheet 20, an image display device 21, and an electronic shutter 22. In regard to a function of each display element, the first feature is provided on the sheet 20, and the sheet 20 is characterized in that it is made visually recognizable to the player at all times, regardless of the attraction control state of pachislot gaming machine 1. The image display device 21 is a display area for image attractions, such as a big winning attraction, various announcement attractions, a preview of the attractions, etc. With the electronic shutter 22, by the switching between the transmitting and shielding of predetermined areas in accordance with voltage application states, that is, by the switching between a state enabling visual recognition of the symbol of a reel 24 and a state disabling visual recognition of the symbol of a reel 24, the switching between normal display of an attraction executed on the image display device (a state in which reel 24 is shielded by the electronic shutter and visual recognition of only the attraction display is enabled) and semi-transparent (or substantially transparent) display